

### **Field of invention**

**Formation and education of bielivers of all ages to stimulate their growth and constrainth their faith.**

**I have witnessed trimendous progress in past baptismal class students with a similar system that inspire me to invent these cards. Problems such as interest in reading the Bible and ability to memorise, quote, and apply Bible verses.**



## Seriously funny! (S F)

### Levels

1:

Using the numbers rearrange the deck, calling each card.

"Skip, fail to call a card, must learn that verse."

2:

Raffle style, pick a book. The smaller number starts. The difference between these numbers is the number of books to name. Miss a book? Learn the verse.

*Difference:*

< *smaller number, backward.*;  
> " " , *forward*;  
= " " , *all learn both verses, restart.*

3:

Choose one. For each mistake:

- a) Learn that book's verse.
- b) Tell a story from that book, pray , or sing .
- c) Both "a, b"
- d) Both say a verse from that book, or learn that card's verse.

4

Start,10 cards each. Cannot beat a card? go to stack or "cry". \_ Cry = drop any card, and say or learn both verses. The winner picks two cards for opponent to learn.